http://www.replacementdocs.com

Model 74-019

ELECTRONIC LCD GAME

FLOZZ!™

1. GAME STORY

"IT'S THE ONLY WAY TO FLY"

Meet the FLY family:

SLY -- a wild wacky, caution-to-the-wind fly who wears a biker jacket and has slicked back greasy hair on his head.

CY -- mild-mannered UNLESS PROVOKED, very smart fly who is "nerdy" looking and has one of those pocket protectors in his shirt full of dorky pens.

GUY -- athletic, high flyer fly, who wears high top basketball shoes, and a sweat shirt with the number #1 on it.

LADY DI -- a hard-flying lady fly who even the Spider Gang respects.

The Fly family came to the house on Covington Street on a fine summer's day--and would not leave. And why not? The owners of this house have four sloppy kids who spill apple juice, drop candy wrappers, and generally spill as much food as they eat! Now the human owners of the house are chasing them around with flyswatters and strategically placing sticky flypaper around the house.

The sloppy kids have a fat bullfrog named "Spot", that is loose and is really hungry for some fly juice! So you've got to try to avoid getting eaten by "Spot" the bullfrog!

There's also a Garden Snake named "Chloe", and she'll try and spit her venom at you!

There's also a stupid family dog named "Socrates". Call for Socrates whenever you're in trouble, and then you can latch on to Socrates (who has never been given a flea collar) and you can ride off to safety.

The Spider Gang, who are used to having their run of the place, are rapidly erecting spider-webs to trap you! The Spiders are really "ticked" at you and want to fight you in martial arts combat, which earns you more points but it is quite difficult on account of The Spider Gang members having 8 arms each! It's a classic case of a fly's winger agility versus the strength of a spider's 8 arms!

So enjoy the day--but remember, even if you avoid Chloe the Snake's venom and Spot the Bullfrog's appetite, and even if you perfect some great "fly"-by-night special moves to defeat the Spider Gang members, out of nowhere you can be "swatted" by a flyswatter!

2. THE OBJECT OF THE GAME

"SURVIVE AND THRIVE"

You choose your fly before each stage begins. So you can choose a different fly for EACH STAGE if you want to! Each fly has their own special moves.

You begin each stage with 3 lives and a full energy bar. You lose energy whenever you are swatted by a FLYSWATTER, caught up in FLYPAPER, caught in a SPIDER'S WEB, eaten by the BULLFROG, spit on by the GARDEN SNAKE or whenever you're successfully attacked by a member of the SPIDER GANG.

Whenever you can EAT A BREAD CRUMB, it adds a bar to your ENERGY.

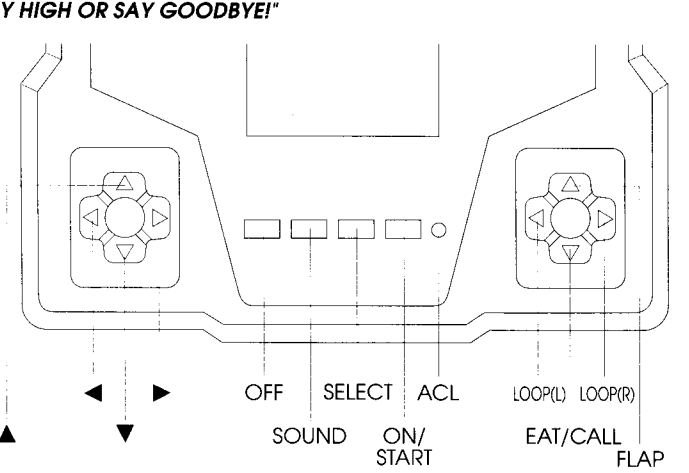
To score the maximum number of points, you must also use OFFENSIVE FIGHTING TECHNIQUES against the Spider Gang!

Whenever you lose all your energy, you lose a life. If you lose all 3 lives on a stage, it's a GAME OVER.

You WIN the game by surviving all 5 stages of play.

3. HOW TO PLAY

"FLY HIGH OR SAY GOODBYE!"



ON/START -- to turn on the unit.
-- to start the game.
-- to start each stage.

SELECT -- to select your fly before each stage begins:
SLY...CY...GUY....LADY DI.

SOUND -- to control sound: on or off.

OFF -- to turn off the unit.
(your unit also shuts off automatically after 3 minutes of no action)

"▲" -- to fly up.

"▼" -- to fly down.

"◀" -- to fly left.

"▶" -- to fly right.

LOOP (L) -- to loop de loop left.

LOOP (R) -- to loop de loop right.

EAT/CALL -- to eat bread crumbs.
-- to call on the dog to hitch a ride to safety (when no bread crumbs are present; limit of 3 calls per stage.)

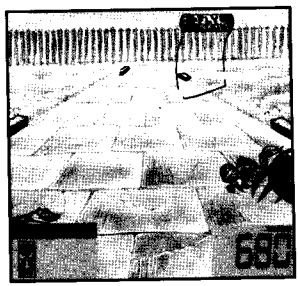
FLAP -- to flap your wings for a punch!

ACL -- to reset your unit if your game malfunctions.

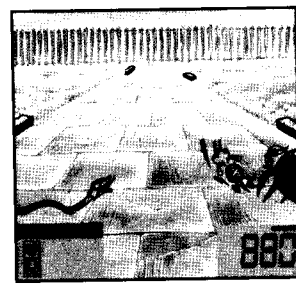
Press the ON/START button to turn on the unit. You'll hear an "On" beep and the maximum score is displayed. Your default fly (SLY) is shown on screen.

Use the SELECT button to toggle your choice of fly fighters before EACH stage begins. Each fly has his/her own special moves. Pressing "◀" or "▶" together with the FLAP button activates each special move:

SLY FLY
His special moves are the BUG BITE and the FLY-AROUND.

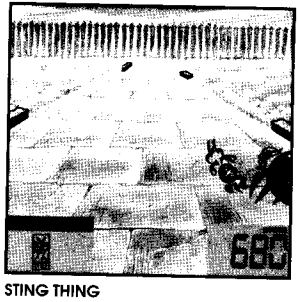


BUG BITE



FLY-AROUND

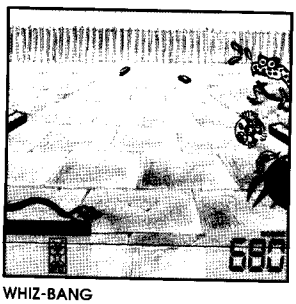
CY FLY
His special moves are the STING THING and the FLY-DROP.



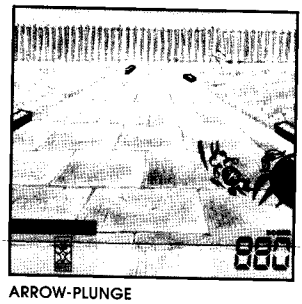
STING THING

FLY-DROP

GUY FLY
His special moves are the WHIZ-BANG and the ARROW-PLUNGE.

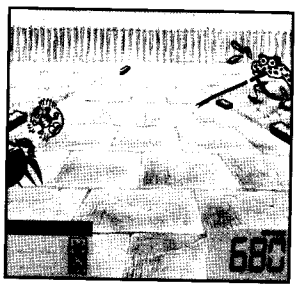


WHIZ-BANG

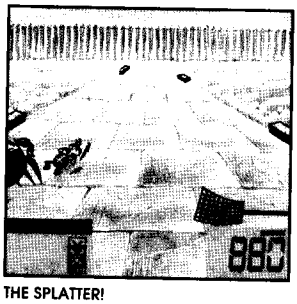


ARROW-PLUNGE

LADY DI
Her special moves are the KING'S REVENGE and the SPLATTER.



KING'S REVENGE



THE SPLATTER!

After you have selected your fly fighter, press the ON/START button to begin stage 1. You begin each stage flying forward automatically.

You fly defensively to stay out of the way of dangers but you fly offensively in combat, using your special fighting moves in combat against members of the Spider Gang!

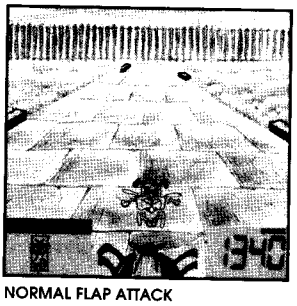
Use your control buttons to help you:

-- use the FLAP button to attack spiders!
-- use the EAT/CALL button to eat bread crumbs in order to restore your energy.

You also use this button to call for the dog when bread crumbs are not present. You then automatically hitch a ride to safety on the dog, but you can only call for the dog 3 times per stage.

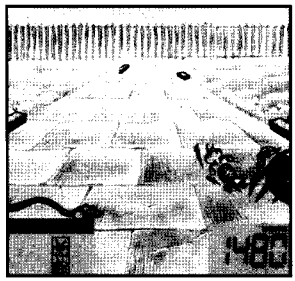
-- Use the LEFT and RIGHT "LOOP" buttons to do loop de loops!
-- Use the four directional buttons ("▲","▼" "◀","▶") to fly UP, DOWN, LEFT, and RIGHT.

You SCORE POINTS with simple FLAP attacks (by just pressing the FLAP button).



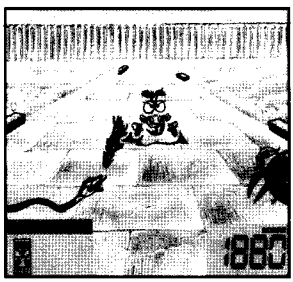
NORMAL FLAP ATTACK

But you SCORE MORE POINTS with special moves! You need to flap two times to destroy a spider by normal FLAP ATTACK. But a special move can destroy a spider with just one hit!

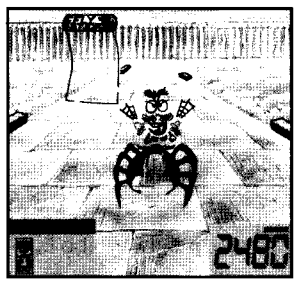


NORMALLY IT TAKES 2 HITS TO DESTROY A SPIDER. BUT WITH A SPECIAL MOVE, IT ONLY TAKES ONE HIT!

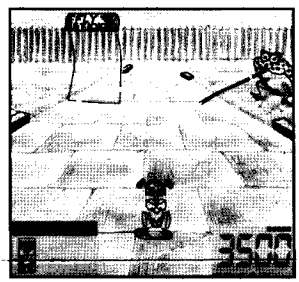
When you get caught in flypaper or in a spider web, use the four directional buttons to try and wiggle free before you're attacked by a spider!



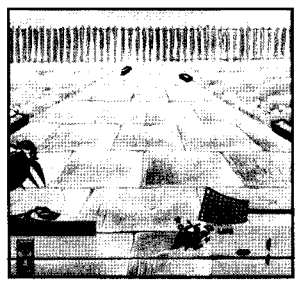
YUCK! SNAKE SPIT! YOU LOSE ENERGY WHEN THE SNAKE SPITS ON YOU!



WHEN YOU'RE STUCK, THE SPIDER GANG WILL MOVE IN! WHEN A SPIDER REACHES YOU, YOU LOSE A LIFE! SO USE YOUR FOUR DIRECTIONAL BUTTONS TO TRY AND WRIGGLE FREE BEFORE THE SPIDER GETS TO YOU!



FLY TO BREAD CRUMBS AND THEN PRESS THE EAT BUTTON TO EAT THEM! MY, THEY TASTE GOOD--AND THEY PROVIDE EXTRA ENERGY!



OUCH! WHENEVER YOU'RE HIT BY THE FLY SWATTER, YOU'LL LOSE A LIFE!

The game pauses after each stage is complete. Then use the SELECT button to chose the FLY OF YOUR CHOICE for the next stage.

Then press the ON/START button to begin the new stage with your new fly fighter. If you fail to use the SELECT button to choose a new fly, you begin the new stage with the same fly you used in the previous stage.

After a GAME OVER, press the ON/START button to begin a new game!

4. SCORING

"POINT YOUR WAY TO VICTORY!"

10 POINTS for dodging venom spit by the garden snake and for dodging the flyswatter or flypaper.

20 POINTS plus an added energy bar for each bread crumb you eat and for dodging the bullfrog who tries to eat you.

30 POINTS by a successful normal FLAP ATTACK against the Spider Gang.

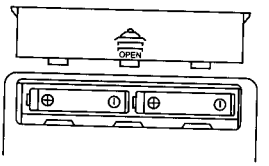
40 POINTS for wiggling off of the flypaper before you're attacked by a spider.

50 POINTS by a successful SPECIAL MOVE against the Spider Gang.

YOU LOSE 20 POINTS each time you're S-P-L-A-T by a flyswatter.

5. INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.



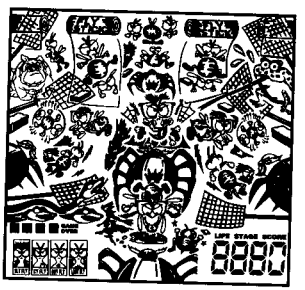
Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.

TO ENSURE PROPER FUNCTION:

- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon/zinc), or rechargeable batteries.
- Battery insertion/replacement should be done by an adult.
- Replacing the batteries will cause your game to reset, losing all previous scoring or stored information.

ACL BUTTON:

After battery insertion, the ACL switch may be pushed only if the game does'nt work properly. (Use a ball-point pen) The display should appear as shown in the diagram at the right.



6. CAUTION/DEFECT & DAMAGE

High temperature will destroy the unit. Do not leave unit in direct sunlight.

Do not press the liquid crystal display and avoid heavy shock or the display may fail.

Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.

Clean only with a piece of soft dry cloth.

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date, place of purchase and price paid. We will do our best to help

7. 90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (TEI) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase.

During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or to TEI when returned prepaid and insured with proof of the date of purchase.

Product returned to TEI without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US$8.00. Make check or money order payable to Tiger Electronics, Inc.

TEI will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061 U.S.A.

1. Pack the product carefully in the original box and/or other packing materials sufficient to avoid damage during shipment.
2. Include a letter with a complete description of the defect, a check if product is beyond the 90-day warranty, and your printed name, address and telephone number.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damages resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in materials or workmanship.